

2 WHAT IS CLAIMED IS:

1. A method of conducting an instant win game in combination with a
4 base wagering game, comprising:
 receiving a base wagering game entry and a base wagering game wager from a
6 player;
 receiving an instant win game wager from the player;
8 storing a game theme indicator;
 storing a plurality of instant win game outcome display themes;
10 determining an outcome of the instant win game for the player;
 displaying the outcome of the instant win game to the player, the outcome
12 being displayed with one of the plurality of instant win game outcome display themes
 wherein the one of the plurality of instant win game outcome display themes
14 corresponds to the stored game theme indicator; and
 awarding the player an instant win game prize corresponding to the outcome
16 of the instant win game.

2. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and base
 wagering game are implemented in a gaming system having a host computer
4 communicatively linked to a plurality of terminal units, the method comprising
 receiving the base wagering game entry, base wagering game wager and instant win
6 game wager at one of the terminal units.

3. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 2, comprising determining the outcome of the
 instant win game for the player at one of the host computer and the one of the
4 plurality of terminal units receiving the base wagering game entry, base wagering
 game wager and instant win game wager.

4. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 2, comprising displaying the outcome of the
 instant win game to the player at the one of the plurality of terminal units receiving

4 the base wagering game entry, base wagering game wager and instant win game
wager.

5. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 4, wherein each of the terminal units includes
a ticket printer, the method comprising printing a ticket at the ticket printer of the one
4 of the plurality of terminal units, the ticket including first indicia corresponding to the
base wagering game entry and base wagering game wager, and second indicia
6 corresponding to the outcome of the instant win game with the one of the instant win
game outcome display themes corresponding to the stored game theme indicator.

6. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 4, wherein each of the terminal units includes
a video display device, the method comprising displaying the outcome of the instant
4 win game at the video display device of the one of the terminal units, the outcome of
the instant win game being displayed with the one of the instant win game outcome
6 display themes corresponding to the stored game theme indicator.

7. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and base
wagering game are implemented in a gaming system having a host computer
4 communicatively linked to a plurality of terminal units, the method comprising
storing the game theme indicator at one of the host computer and the terminal units.

8. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and base
wagering game are implemented in a gaming system having a host computer
4 communicatively linked to a plurality of terminal units, the method comprising
storing the plurality of instant win game outcome display themes at the plurality of
6 terminal units.

9. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and base
wagering game are implemented in a gaming system having a host computer

4 communicatively linked to a plurality of terminal units each having a value dispensing
unit, the method comprising dispensing the instant win game prize to the player via
6 the value dispensing unit.

10. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and the base
wagering game are implemented in a terminal unit having an input device, the method
4 comprising receiving the base wagering game entry, base wagering game wager and
instant win game wager at the input device of the terminal units.

11. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 10, wherein the terminal unit includes a ticket
printer, the method comprising printing a ticket at the ticket printer of the terminal
4 unit, the ticket including first indicia corresponding to the base wagering game entry
and base wagering game wager, and second indicia corresponding to the outcome of
6 the instant win game with the one of the instant win game outcome display themes
corresponding to the stored game theme indicator.

12. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 10, wherein the terminal unit includes a video
display device, the method comprising displaying the outcome of the instant win
4 game at the video display device of the terminal unit, the outcome of the instant win
game being displayed with the one of the instant win game outcome display themes
6 corresponding to the stored game theme indicator.

13. A method of conducting an instant win game in combination with a
2 base wagering game according to claim 1, wherein the instant win game and base
wagering game are implemented in a terminal unit having a value dispensing unit, the
4 method comprising dispensing the instant win game prize to the player via the value
dispensing unit.

14. A gaming system for conducting an instant win game in combination
2 with a base wagering game, said gaming system comprising:
a plurality of terminal units, each of the terminal units comprising:

4 an input device that allows a player to make a plurality of input
 selections;

6 a terminal unit memory device;

 a currency-accepting mechanism that is capable of allowing the player

8 to deposit a medium of currency;

 a value-dispensing mechanism that is capable of dispensing value to

10 the player;

 an output device; and

12 a terminal unit controller operatively coupled to the display unit, the

 input device, the terminal unit memory device, the currency-accepting

14 mechanism, the value-dispensing mechanism, and the output device; and

 a host computer operatively coupled to the plurality of terminal units, the host

16 computer comprising a host computer memory device and a host computer controller

 operatively coupled to the host computer memory device,

18 the terminal unit controller being programmed to allow a player to enter a base

 wagering game entry at the input device,

20 the terminal unit controller being programmed to allow a player to make a

 base wagering game wager and an instant win game wager at the currency-accepting

22 mechanism,

 one of the terminal unit controller and the host computer controller being

24 programmed to store a game theme indicator at the corresponding one of the terminal

 unit memory device and the host computer memory device,

26 one of the terminal unit controller and the host computer controller being

 programmed to store a plurality of instant win game outcome display themes at the

28 corresponding one of the terminal unit memory device and the host computer memory

 device,

30 one of the terminal unit controller and the host computer controller being

 programmed to determine an outcome of the instant win game,

32 the terminal unit controller being programmed to display the outcome of the

 instant win game at the output device with the outcome being displayed with one of

34 the plurality of instant win game outcome display themes corresponding to the game

 theme indicator, and

36 the terminal unit controller being programmed to cause the value-dispensing
mechanism to dispense an instant win game prize corresponding to the outcome of the
38 instant win game.

15. A gaming system for conducting an instant win game in combination
2 with a base wagering game according to claim 14, wherein the output device
comprises a ticket printer, wherein the terminal unit controller is programmed to print
4 a ticket including first indicia corresponding to the base wagering game entry and
base wagering game wager, and second indicia corresponding to the outcome of the
6 instant win game with the one of the instant win game outcome display themes
corresponding to the stored game theme indicator.

16. A gaming system for conducting an instant win game in combination
2 with a base wagering game according to claim 14, wherein the output device
comprises a video display device, wherein the terminal unit controller is programmed
4 to display the outcome of the instant win game at the video display device, the
outcome being displayed with the one of the instant win game outcome display
6 themes corresponding to the stored game theme indicator.

17. A gaming system for conducting an instant win game in combination
2 with a base wagering game according to claim 14, wherein the host computer
controller is programmed to determine the outcome of the instant win game, wherein
4 the host computer controller is programmed to store the game theme indicator at the
host computer memory device, wherein the terminal unit controller is programmed to
6 store the plurality of instant win game outcome themes at the terminal unit memory
device, and wherein the host computer controller is programmed to transmit the
8 outcome of the instant win game and the game theme indicator to the terminal unit.

18. A terminal unit for conducting an instant win game in combination
2 with a base wagering game, said terminal unit comprising:
 an input device that allows the player to make a plurality of input selections;
4 a memory device;
 a currency-accepting mechanism that is capable of allowing the player to
6 deposit a medium of currency;

8 a value-dispensing mechanism that is capable of dispensing value to the
player;
an output device; and
10 a controller operatively coupled to the display unit, the input device, the
memory device, the currency-accepting mechanism, the value-dispensing mechanism,
12 and the output device,
the controller being programmed to allow a player to enter a base wagering
14 game entry at the input device,
the controller being programmed to allow a player to make a base wagering
16 game wager and an instant win game wager at the currency-accepting mechanism,
the controller being programmed to store a game theme indicator at the
18 memory device and,
the controller being programmed to store a plurality of instant win game
20 outcome display themes at the memory device,
the controller being programmed to determine an outcome of the instant win
22 game,
the controller being programmed to display the outcome of the instant win
24 game at the output device with the outcome being displayed with one of the plurality
of instant win game outcome display themes corresponding to the game theme
26 indicator, and
the controller being programmed to cause the value-dispensing mechanism to
28 dispense an instant win game prize corresponding to the outcome of the instant win
game.

19. A terminal unit for conducting an instant win game in combination
2 with a base wagering game according to claim 18, wherein the output device
comprises a ticket printer, wherein the controller is programmed to print a ticket
4 including first indicia corresponding to the base wagering game entry and base
wagering game wager, and second indicia corresponding to the outcome of the instant
6 win game with the one of the instant win game outcome display themes
corresponding to the stored game theme indicator.

20. A terminal unit for conducting an instant win game in combination
2 with a base wagering game according to claim 18, wherein the output device

comprises a video display device, wherein the controller is programmed to display the
4 outcome of the instant win game at the video display device, the outcome being
displayed with the one of the instant win game outcome display themes corresponding
6 to the stored game theme indicator.